A Necromancer's Grimoire:

Spirit Warriors

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Pathfinder
Roleplaying Game Compatible

Credits

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A gong sounded loudly, reverberating through the assembled crowd. Shouts and cries went up from the spectators, calling out for blood and death and, above all, entertainment. The two figures in the middle of the arena stirred. The final round of the tournament had begun.

The reigning champion, Horatio the Magnificent, a bladesman famous in four countries and infamous in seven more, carefully began circling towards his opponent, his bastard sword held with confidence and ease in a single hand, his polished and gleaming shield held in a proper defensive position. He had heard about the challenger, and his... unique... fighting style, but he hadn't had the chance to see him, and he wasn't going to take any unnecessary chances.

At the other end of the arena, Horatio's opponent, Valygar, did not make for a very impressive sight. Unlike his opponent, whose plate armor clinked and clanged with every cautious step, Valygar was unarmored, wearing only a set of bright red robes. He held no weapon and no shield, his hands hanging limply from his sides. He was not circling along with his foe, not even pivoting to follow him. He seemed to be completely unaware of his opponent, but was simply staring off into the distance.

The crowd continued to shout for action. Some few jeered the challenger, calling him out for his lack of activity, but most of the crowd had seen his earlier fights, and knew better. They waited, anticipation mounting.

When Horatio's cautious progress had gotten him within about 50 feet of his unarmed, unarmored opponent, Valygar let out a fearsome, primal scream of rage and hatred which drowned out the cat-calls and cries of the crowd, like a firestorm raging through the air of the colosseum and leaving nothing but silence in its wake. The unmistakable aura of something supernatural began to surround him, glowing with an unearthly red light, as though his body were engulfed in pale, translucent red flames.

As the crowd (and Horatio) watched in stunned silence, the supernatural warrior let out another scream, every muscle in his body tensing from what appeared to be a horrible pain. As he did so, the fiery aura which surrounded him coalesced into a spectral, ruby-red armor, which glowed with magic, but was still faintly translucent, appearing as though it were made of glass, or, Horatio thought with a slight shudder, as though it were only half there.

That was not the only change to come over the warrior, however. Two whole arms of the spectral red force had grown from his side, and he now held four scimitars, each of which appeared as though it were made of nothing but a magical fire, the shade of freshly-spilled blood. Valygar's face was covered by a ghostly red helmet, and his features were obscured and hazy, but his eyes glowed through a brilliant, pure white. Horatio felt as though those lights were pinpoints of the warrior's rage, focusing on him as though to burn through his very soul.

Wordlessly, Valygar charged, his four scimitars whirling in a fiery blaze, the complicated pattern of his movements melding into a blur of spectral fire. Remembering himself just in time, Horatio raised his shield to block the attacks, and wasn't even remotely surprised when the hazy, transparent swords rang against his arm as though they were harder than steel. Feeling himself pushed back by the onslaught, in no position to retaliate, Horatio murmured hollowly "...what are you?"

"I am a spirit warrior," his foe replied in a voice that boomed out as though it were being spoken by something twice the speaker's size, "I am the power of the legendary Gilgamesh, walking the world once again. I am your doom, warrior, and once I have proven myself against you I shall be the doom of an even greater warrior, and then another, until all the world knows that I am the most powerful warrior of all, and none remain to challenge my supremacy!"

Horatio didn't know how to respond to that, so instead he took advantage of the warrior's divided attention to beat a quick retreat, quickly falling back several steps and getting himself free of the warrior's flaming blades.

His ploy only served to enrage his foe further, and Valygar let out another primal bellow and flung himself at his opponent, his blades whirling high and low. Horatio ducked, narrowly bringing his head below the two higher blades, and moved behind his shield, which gave a dull clang as the two lower blades struck its surface with more force than a mortal man should be able to muster. Desperately, he swung his sword up in an attempt to strike back at this hurricane of a foe.

Valygar's armor was as real as his blades, however, and despite their semi-solid appearance the sword glanced harmlessly off gleaming blood-red breastplate the spirit warrior wore. Valygar let out a howl of fury and a torrent of fire poured forth from his mouth, scorching and blackening Horatio's shield. Horatio dropped it and scrambled backwards, scrabbling to get up and concerned only with putting as much distance as he could between himself and the flaming warrior.

The crowd booed and jeered at Horatio, calling out that he was a coward. Others simply encouraged the spirit warrior, crying out suggestions on how Horatio should be killed. Both fighters ignored them. Horatio was too busy trying to think of any way to somehow survive the fight against his monstrous opponent, and Valygar's thoughts were focused purely on his rage.

He stalked slowly towards Horatio, who had been slowly backed into a corner of the ring. Each step was slow and purposeful, as though the spirit warrior were putting all his heart and mind into each and every movement. He seemed to be moving more slowly than before, and he was leaving a trail of sweat across the colosseum floor. Horatio had an idea.

He waited until the spirit warrior was about to charge, then threw his sword through the air wildly, not really hoping to hit his foe, merely to distract him as Horatio scurried away, endeavoring to get as far away from the raging warrior as he could. The thrown sword did little to slow Valygar, however, and he charged after Horatio, as intent to bring the fight to a close as his opponent was to drag it out.

His shimmering ruby blades cut through the fleeing fighter's armor like so much butter. There was a cry, and Horatio collapsed to the ground. Valygar wasn't far behind him, collapsing to one knee and panting as his ghostly armor and weapons evaporated. He remained there, panting heavily and trying to catch his breath, until they came out to give him his award.

He had done it.

He had won.

He was the greatest warrior.

Foreword

This book has been a long time in the making, albeit in different forms throughout the months. In a very real way, this was the first book that we here at Necromancers of the Northwest started working on, though it didn't look much then like it does today. Originally it was going to be "The Book of Fusion," and was going to be a full-size book with a number of different classes, prestige classes, and the like. We decided early on that we wanted to open with *Liber Vampyr*, and switched over to focus on that, shelving the "Book of Fusion" (which quickly changed names to "The Book of Souls") for a later date.

We continued to work on it in the background for a long while, but all three of the base classes had some difficulties, and more than one had to be basically re-built from the ground up. The spirit warrior, the class included in this book, was one of those classes, and had some serious revision in its history. So much, in fact, that if you held up the finished product next to the original first draft, you'd probably never have any idea that the two were in any way related.

There were always more exciting—and easier—projects to work on, and so, over the weeks and months, the "Book of Souls" kept being pushed back and to the side, as we focused on these other things. When we made the switch to our current business plan of making "mini-books," it seemed unlikely that the book would ever see the light of day. Then it occurred to me that, though a large amount of the book wasn't yet fit to see print, the spirit warrior class was basically done, and, unlike the other two major classes in the book, could stand alone without adding too many weird rules that would be difficult to do justice in a mini-book.

I wasn't entirely correct there, and the spirit warrior still required a good deal of revision before I was satisfied that it met our standards of quality—it's been a long time since those early days, and things that seemed like great ideas then don't seem so fantastic now. I think that we got so wrapped up in the novelty of the overall structure of the class (transforming into one of a variety of "exemplars," taking on spectral arms, armor, and ability score adjustments and gaining a slew of special features), that we forgot to make sure that the class was cool and interesting in play, as well as in theory. When I first sat down to turn this into a "mini-book," more than half the infusions consisted of "you gain two feats." There are still a few infusions like that (primarily because some of the infusions use attack forms that really *need* the player to have a feat or two, like Two-Weapon Fighting or Precise Shot), but the largest change that was made from the spirit warrior that we thought was finished for the "Book of Souls" and the one you see here today was making the infusions—the class's real bread and butter—a lot more fun and exciting, and, when I could manage it, a little more innovative, as well.

I look forward to someday unearthing more treasures from "The Book of Souls," as I am fairly fond of it, but I think it may be a while before we're able to do so. As I already explained, that in particular project became pretty tangled and messy by the end, and it would be a mistake to think that that lost relic's bounties are sitting there, just waiting for us to drop them in a book: those were wild and halcyon days, and, if the spirit warrior was any indication, we've come a long way since Necromancers of the Northwest got its start. Any gems we may be sitting on will need a lot of polish before we can get them out there, and I have no intention of releasing anything half-done.

Now that I've explained why the spirit warrior has such a special place in my heart, let me just say that I hope that by the end of the book it will find a place in yours, as well.

~Alex Riggs, Head of Design

Spirit Warrior

I have left my true name far behind. Forget it, it has no more meaning to me. I am unimportant, my identity meaningless. Think of me instead as the warriors I channel, for it is their power I wield, and it is their will and wisdom which guides me. I am but a vessel for Gilgamesh's fury, spreading his fiery might in my wake. I am but the arm by which Sun Wukong acts, and it is his strength I wield. I am but a thrall in the glory of Mordred's black kingdom, and I further his dominion with my every breath. When you stand before me, you face not one, but three of the most fearsome warriors ever to walk this plane.

~Reiya Voltaire, spirit warrior

Spirit warriors channel the essence of great, legendary heroes called exemplars. These mighty warriors, long dead, have ascended to a state of semi-divinity through cult worship and similar, and can now be called down to aid devout warriors in battle, lending their strength and skills to the warrior in question. As such, spirit warriors are amongst the most powerful and versatile of melee combatants, using borrowed power to mete out death and destruction on their foes.

Throughout history, a small but significant number of heroes have risen to exemplar status. Though only six are presented here, that doesn't mean that others don't exist. Even if a spirit warrior knew of more exemplars, however, she must stay in favor with the exemplars whose power she borrows in order to be able to call upon them when she needs them, and so spirit warriors are limited to only three such exemplars.

Making a Spirit Warrior

Nearly all spirit warriors are melee fighters of some kind. Though their ability to channel ancient warriors provides them with boosts to their ability scores, and also creates spectral arms and armor for them to use during battle, making them a potent force on the battlefield, the exemplar doesn't do all of the work, and the spirit warrior must still train to stay in perfect fighting condition if she wants to be successful as a warrior.

Ability Scores: A spirit warrior's choice of ability scores will depend heavily on which exemplars she intends to use the most, and how she intends to use them. Each exemplar stresses a different ability score, but a spirit warrior needs a high Wisdom in order to channel her exemplar for extended periods of time. Most spirit warriors will also benefit from a high Strength, allowing them to deal more damage, a high Dexterity to increase their AC, and a high Constitution to give them the durability necessary to withstand several rounds of combat.

Races: Elves are by far the most common amongst spirit warriors; between their reverence for the dead and their love of martial arts as an art form, they are a natural fit for the class. Humans come second, and create far more cults and churches devoted to the worship of various exemplars than elves, who are more likely to view their devotion to a given exemplar as a personal matter. Dwarves typically find a spirit warrior's abilities too close to magic to be trusted, and gnomes and halflings rarely develop much of an interest in borrowing the combat skills of another, either preferring to avoid melee entirely, or preferring to use their own blend of tactics and tricks, rather than following in the footsteps of another.

Alignment: Spirit warriors can be of any alignment, as can exemplars. Though their devotion to their chosen exemplars can often push a spirit warrior towards the lawful end of the spectrum, those spirit warriors who follow particularly chaotic exemplars, such as Sun Wukong or Gilgamesh, are very rarely lawful. Similarly, those who primarily associate themselves with Solomon are almost always good-aligned, while those who primarily follow Mordred are typically evil.

Starting Age: As monk
Starting Gold: 3d6 x 10 gp
Hit Die: d10

Class Skills

The spirit warrior's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge

(history) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier

Class Features

All of the following are class features of the spirit warrior.

Weapon and Armor Proficiency: A spirit warrior is proficient with all simple and martial weapons, as well as any weapons associated with one of her exemplars. Spirit warriors are proficient with light armor, as well as any armor associated with one of their exemplars.

Exemplar Bond: A spirit warrior can call upon the power of a variety of mythic warriors, known as exemplars. A spirit warrior begins play with the ability to channel three different exemplars of her choice. She does not gain access to more exemplars as she increases in level, but rather her bond with these three exemplars grows deeper, and she gains access to more of their power.

Each exemplar is the enemy of another exemplar, who is his opposite. In this way, the six exemplars included in this book form three pairs of opposites: Solomon is opposed by Mordred, Gilgamesh is opposed by Susanoo, and Sun Wukong is opposed by Orion. A spirit warrior who chooses to associate herself with one exemplar from an opposed pair, cannot associate herself with his opposite *(for example, Reiya Voltaire, a spirit warrior, chooses Gilgamesh as one of the exemplars she associates herself with. Because of this, she cannot choose Susanoo as one of her remaining exemplars, but is free to choose Sun Wukong. If she does so, she will not be able to associate with Sun Wukong's opposite, Orion).*

A spirit warrior's choice of exemplars will have a major impact on a number of her other class features. A spirit warrior can only choose infusions and devotions from exemplars she has chosen to associate with, and each exemplar's manifestation is different, granting access to different abilities and powers. A full explanation of the benefits provided by each exemplar is provided below, along with a short description of their personalities and the legend of how they became an exemplar.

Manifest Exemplar (Su): As a swift action which does not provoke attacks of opportunity, a spirit warrior can call upon one of her chosen exemplars, drawing on his power to grant her exceptional abilities in combat. This has a number of benefits, which take a variety of different forms depending on the nature of the exemplar being manifested.

The most basic part of the manifestation is that spiritual versions of the exemplar's chosen weapon (or weapons) and armor manifest on the character's person. Though this gear appears translucent and spectral, it is in fact perfectly solid, and functions identically to normal gear of that sort. If the character is already holding a weapon or wearing armor, that gear is instead transformed into the appropriate type. As part of this process, it loses any and all magical enhancements or abilities, and is completely overridden by the manifested weapon or armor. If the spirit warrior is not wearing armor or wielding weapons, the manifested gear simply appears in place. The spirit warrior never needs to equip her manifested armor or draw her manifested weapon. In the case of exemplars who do not wear armor, any armor worn by the spirit warrior vanishes into nothingness for the duration of the manifestation.

While manifesting an exemplar, the spirit warrior gains an enhancement bonus to a number of ability scores. The exact nature of this bonus depends on the exemplar being manifested and the level of the spirit warrior. Each exemplar has a primary ability score and two secondary ability scores associated with it. Spirit warriors who are manifesting an exemplar gain an enhancement bonus to that exemplar's primary ability score equal to 2 plus 2 per 5 class levels the spirit warrior possesses *(for example, a 3rd level spirit warrior channeling Solomon would gain a +2 bonus to her Wisdom, while a 5th level spirit*

Table 1-1: The Spirit Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Devotion, Exemplar Bond, Manifest Exemplar
2	+2	+3	+0	+0	Infusion
3	+3	+3	+1	+1	Armor Bonus +1, Infusion
4	+4	+4	+1	+1	Infusion, Weapon Enhancement +1
5	+5	+4	+1	+1	Infusion, Weapon Property +1
6	+6/+1	+5	+2	+2	Infusion
7	+7/+2	+5	+2	+2	Armor Bonus +2, Infusion
8	+8/+3	+6	+2	+2	Infusion, Weapon Enhancement +2
9	+9/+4	+6	+3	+3	Infusion, Weapon Property +2
10	+10/+5	+7	+3	+3	Infusion
11	+11/+6/+1	+7	+3	+3	Armor Bonus +3, Infusion
12	+12/+7/+2	+8	+4	+4	Infusion, Weapon Enhancement +3
13	+13/+8/+3	+8	+4	+4	Infusion, Weapon Property +3
14	+14/+9/+4	+9	+4	+4	Infusion
15	+15/+10/+5	+9	+5	+5	Armor Bonus +4, Infusion
16	+16/+11/+6/+1	+10	+5	+5	Infusion, Weapon Enhancement +4
17	+17/+12/+7/+2	+10	+5	+5	Infusion, Weapon Property +4
18	+18/+13/+8/+3	+11	+6	+6	Infusion
19	+19/+14/+9/+4	+11	+6	+6	Armor Bonus +5, Infusion
20	+20/+15/+10/+5	+12	+6	+6	Greater Devotion, Weapon Enhancement +5

warrior channeling Sun Wukong would gain a +4 bonus to her Constitution). A spirit warrior manifesting an exemplar also gains a +2 enhancement bonus to both of that exemplar's secondary ability scores *(for example, a spirit warrior manifesting Mordred would gain a +2 bonus to Strength and Intelligence, regardless of level).*

Additionally, while manifesting an exemplar, a spirit warrior gains access to all infusions and devotions associated with that exemplar, as long as she has unlocked them. A spirit warrior can never benefit from an infusion or devotion which she has not unlocked, nor can she benefit from one exemplar's devotion or infusions while manifesting another exemplar.

Manifesting an exemplar in this way is exceptionally mentally taxing, and it is difficult to maintain such a connection for long. At the beginning of each round in which the spirit warrior is manifesting an exemplar, she must succeed on a Will save (DC 10 + the number of infusions the spirit warrior has unlocked for that exemplar + 2 per previous attempt) or lose her concentration, immediately ending the manifestation, and causing her to become exhausted for 10 minutes. When this exhaustion subsides, the spirit warrior is fatigued for another 10 minutes before fully recovering from this shock. A spirit warrior can willingly stop manifesting an exemplar as a standard action which does not provoke attacks of opportunity. Doing so renders her fatigued for 1 minute.

A spirit warrior cannot manifest an exemplar while fatigued or exhausted.

Devotion: At 1st level, a spirit warrior chooses an exemplar which she favors above all others, known as her primary exemplar. When manifesting that exemplar, she gains the benefits of his devotion ability as a reward for her faith.

Infusions: At 2nd level, and each level indicated on Table 1-1: The Spirit Warrior, the spirit warrior unlocks a new infusion. Each spirit warrior has eight infusions, and each infusion has

a level assigned to it between 1 and 6. In order to unlock an infusion, the spirit warrior must meet a number of prerequisites. First, the infusion must belong to one of the exemplars she is associated with. Second, she must have unlocked all the infusions belonging to that exemplar which are of a lower level than the infusion she intends to take. Finally, each level of infusion has a minimum class level which the spirit warrior must meet in order to take infusions of that level. These minimums are listed on Table 1-2: Infusion Level Requirements.

Table 1-2: Infusion Level Requirements

Infusion Level	Minimum Character Level
1	1
2	5
3	8
4	11
5	14
6	17

A number of infusions grant the spirit warrior access to bonus feats while the spirit warrior is manifesting that exemplar. As long as the spirit warrior has unlocked that infusion, she counts as having those feats for the purposes of anything which requires those feats as a prerequisite. If she does not actually possess those feats, then she only gains access to any feats, class features, or abilities which require those feats as a prerequisite while she is gaining the benefits of the infusion *(for example, if a spirit warrior has the eager warrior infusion of Gilgamesh, but does not otherwise have the feat Step Up, she is able to take any feats which require Step Up as a prerequisite. However, she is only able to use those feats while she is manifesting Gilgamesh).*

Unless otherwise specified, all infusions which replicate spells use the spirit warrior's class level as the caster level, and her ability score modifier for that infusion's exemplar's primary ability score to determine the difficulty of saving throws and similar information.

Armor Bonuses (Su): When the spirit warrior reaches 3rd level she gains an armor bonus to AC whenever she manifests an exemplar. The exact nature of this bonus varies depending on the exemplar she is manifesting, as described in the exemplar's entry. This bonus is in addition to the armor that appears when she is manifesting that exemplar, and increases at 7th level and every four levels thereafter.

If, while manifesting an exemplar, the spirit warrior is wearing any armor other than the armor that appears with the manifestation (or, in the case of Susanoo and Sun Wukong, any armor), she loses the benefits of this class feature for as long as she is wearing that armor.

Weapon Enhancement (Su): When the spirit warrior reaches 4th level, the weapons she manifests become more powerful. Whenever she manifests an exemplar, the weapon it creates gains a +1 enhancement bonus on attack and damage rolls. At 4th level, and every four levels thereafter, this bonus increases by 1 (+2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level). If the exemplar she is manifesting creates multiple weapons or double-weapons, she may choose to either have only a single weapon gain the benefit, or to have each weapon gain ½ the full bonus, rounded down (to a minimum of one). This ability always manifests as an enhancement bonus, rather than special abilities, which are handled separately.

Weapon Properties (Su): When the spirit warrior reaches 5th level, the weapons she manifests become more powerful still. Whenever she manifests an exemplar, she can choose to add a special ability to any weapon it creates. She can add any one of the weapon special abilities listed in that exemplar's description which has an enhancement bonus value of +1.

At every four levels beyond 5th (9th, 13th, and 17th), the value of the enhancement a spirit warrior can add to her manifested weapon improves to +2, +3, and +4, respectively. A spirit warrior can choose any combination of weapon special abilities that does not exceed the total allowed by the spirit warrior's level, and all of the special abilities are chosen from amongst those listed in the manifested exemplar's description. In the case of exemplars which manifest multiple

weapons or double weapons, the spirit warrior may divide her special ability allotment between multiple weapons, but is still restricted to a total enhancement bonus value determined by her level.

The weapon ability or abilities are selected each time the spirit warrior manifests that exemplar, and once chosen cannot be changed until she ends the manifestation and begins a new one.

Greater Devotion: At 20th level, a spirit warrior gains the greater devotion of her primary exemplar. See each exemplar's description, below, for more information about its greater devotion.

Exemplars

Included here is a list of the six exemplars with which spirit warriors most commonly associate themselves. In addition to the description of what kinds of bonuses the exemplar grants, a brief description of that exemplar's personality and legend are also included.

Gilgamesh

Gilgamesh was the king of an ancient city-state known as Uruk. He was a mighty and powerful warrior, and did a number of exceptionally heroic things during his life, including slaying the great demon Humbaba and the Bull of Heaven, crossing the river of death, and travelling to the bottom of the ocean. After the death of his close friend Enkidu, Gilgamesh vowed to overcome his humanity and become immortal, but was not quite able to convince the gods to grant him such power. Instead he only half-ascended, becoming an exemplar: living eternally, but unable to affect the world, only able to watch it.

Gilgamesh is a warrior of raw emotion. He wears his feelings on his sleeve, and is prone to intense mood swings. The most common amongst these are blinding rage and abject depression, of which the former is far more deadly.

Opposed Exemplar: Susanoo

Primary Ability Score: Strength
Secondary Ability Scores: Constitution and Charisma
Weapon: Two scimitars
Weapon Properties: Bane (giant or monstrous humanoid only), flaming, keen, flaming burst, and brilliant energy.
Armor: Breastplate
Armor Bonus: Gilgamesh grants an

enhancement bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Two-Weapon Fighting Master (Ex): While manifesting Gilgamesh, a spirit warrior with this devotion treats one-handed weapons as light weapons for the purposes of calculating the penalty for two-weapon fighting.

Greater Devotion:

Fiery Whirlwind (Su): While manifesting Gilgamesh, a spirit warrior with this greater devotion can, as a standard action, transform into a fiery whirlwind of death. She can use this ability once each time she manifests Gilgamesh, and can maintain it for a number of rounds equal to ½ her class level.

While in this form, she physically transforms into a spinning pillar of fire 5 feet wide and 10 feet tall. She does not provoke attacks of opportunity, even if she enters the space another creature occupies. Other creatures may be caught in the fiery whirlwind if they touch or enter the whirlwind, or if the whirlwind moves into or through their space. While in whirlwind form, a spirit warrior cannot make normal attacks and does not threaten the area around her.

Any creature which comes into contact with the whirlwind takes 3d6 slashing damage and 3d6 fire damage. A successful Reflex save (DC 10 + the number of Gilgamesh's infusions the spirit warrior has unlocked + the spirit warrior's Strength modifier) halves this damage. Creatures of Medium size or smaller must succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds and raging inferno, automatically taking damage each round. A creature that can fly is allowed a Reflex save each round to escape. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the fiery whirlwind cannot move except to go where the whirlwind carries them or to escape the whirlwind. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the fiery whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. While in fiery whirlwind form, the spirit warrior can have only as many creatures trapped at one time as will fit inside the whirlwind's volume. The spirit warrior can eject any carried creatures whenever it wishes as a free action, depositing them in a space adjacent to her.

Infusions:

1st-level:

Eager Warrior (Ex): While manifesting Gilgamesh, a spirit warrior with this infusion is more capable on the first round of combat. As long as it is the first round of combat (including the surprise round, if there is one), the spirit warrior gains a morale bonus to all attack rolls equal to ½ the number of Gilgamesh's infusions he has unlocked (rounded down, minimum 1).

Two-Weapon Adept (Ex): While manifesting Gilgamesh, a spirit warrior with this infusion gains the benefits of the Two-Weapon Fighting and Double Slice feats.

2nd-level:

Two-Weapon Fighting Master (Ex): While manifesting Gilgamesh, a spirit warrior with this infusion gains the benefits of the Improved Two-Weapon Fighting and Two-Weapon Defense feats.

Warrior's Fury (Sp): Once per day, as a swift action while the spirit warrior is manifesting Gilgamesh, she may choose to infuse her blade with all his rage, allowing it to deal more damage to her target. Until the beginning of her next turn, she gains a morale bonus on all damage rolls made with her manifested weapons equal to ½ the number of Gilgamesh's infusions she has unlocked (rounded down, minimum 1).

3rd-level:

Sharpened Blades (Ex): When a spirit warrior with this infusion manifests Gilgamesh, the blades she manifests are exceptionally sharp and

deadly. They deal triple damage on a critical hit, instead of the normal double damage.

4th-level:

Shield of Blades (Ex): While manifesting Gilgamesh, spirit warriors with this ability gain the ability to deflect attacks with their weapons. When the spirit warrior is attacked, as an immediate action, before the attack roll is made, she may make an attack roll with one of her manifested weapons. If she does, she uses the result as her AC against that attack. The spirit warrior may use this ability a number of times per day equal to the number of Gilgamesh's infusions she has unlocked.

5th-level:

Multi-Weapon Master (Su): When a spirit warrior with this infusion manifests Gilgamesh, she may choose to manifest a pair of additional arms in addition to the normal benefits of manifesting Gilgamesh. If she does so, she grows a pair of spectral arms, which go away when she stops manifesting Gilgamesh. Each arm is manifested holding a scimitar, meaning that a spirit warrior who uses this infusion will manifest a total of four weapons. While manifesting Gilgamesh in this way, the spirit warrior gains the benefits of the Multiweapon Fighting feat, instead of the Two-Weapon Fighting feat. Any other feats related to wielding multiple weapons (such as Improved Two-Weapon Fighting) are not affected.

6th-level:

Flameblast (Su): Once per day, while manifesting Gilgamesh, a spirit warrior with this infusion can release a torrent of fire at her opponents. As a standard action, which does not provoke attacks of opportunity, she lets loose a 120-ft. long, 10-ft. wide line of fire which deals 12d6 fire damage to anything in its path (Reflex DC 10 + the number of Gilgamesh's infusions the spirit warrior has unlocked + the spirit warrior's Constitution modifier for half damage).

Mordred

Mordred is the product of an illegitimate union between Artor, the king of the ancient island-nation of Albion, and his sister, Morgause. Raised on his mother's promises that one day he would gain the throne, and that it was his birthright, he eventually led a fearsome rebellion against Artor with an army of dark forces. For a short time he held the throne, but eventually he met his father on the field of battle. Artor's magical sword held such a powerful enchantment that he was literally unable to lose the battle, but Mordred, determined to defeat his tragic fate and inherit his perceived birthright, managed to bring the battle to a draw, mortally wounding Artor even as he, himself, was cut down. This act of will allowed him to ascend to the status of exemplar.

Mordred is ambition incarnate. He knows what he wants, and will stop at nothing to get it. Though many would claim that Mordred is pure evil, and he is certainly willing to do evil things to achieve his ends, Mordred has no interest in propagating evil for its own sake.

Opposed Exemplar: Solomon
Primary Ability Score: Charisma
Secondary Ability Scores: Strength and Intelligence
Weapon: Greataxe
Weapon Properties: Bane (good outsiders and humanoid [human] only), mighty cleaving, vicious, unholy, and wounding.
Armor: Full plate
Armor Bonus: Mordred grants an enhancement bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Smite Foe (Su): While manifesting Mordred, a spirit warrior with this devotion can call out to Mordred's dark allies to aid her in fighting her enemies. As a swift action, the spirit warrior chooses one target within sight to smite. For the rest of the round, she adds her Charisma bonus (if any) to her attack rolls and adds her spirit warrior level to all damage rolls made against the

target of her smite. A spirit warrior may use this ability once per day at 1st level, and gains an additional use per day for every five spirit warrior levels she attains (2 at 5tn level, 3 at 10th level, 4 at 15th level, and 5 at 20th level).

Greater Devotion:

Devil Summoning (Sp): Three times per day, while manifesting Mordred, a spirit warrior with this devotion can summon one or more devils to aid her in battle. This ability functions identically to *summon monster I*, except that the devils summoned are determined randomly by rolling on the table below. The summoned creatures remain for up to two minutes, or until the spirit warrior stops manifesting Mordred for any reason, in which case they immediately vanish.

Table 1-3: Devil Summoning

d%	Result
01-20	1d4+1 erinyes
21-40	1d4 osyluths
41-55	1d2 hamatulae
56-70	1d2+1 hamatulae
71-85	1 cornugon
86-95	2 cornugons
96-100	1 pit fiend

Infusions:

1sr-level:

No Mercy (Sp): While manifesting Mordred, a spirit warrior with this infusion gains the benefits of the Combat Reflexes and Step Up feats.

Charming Gaze (Sp): While manifesting Mordred, a spirit warrior with this infusion can cast *charm person* as a spell-like ability three times per day.

2nd-level:

Withering Gaze (Su): Once per day, while manifesting Mordred, a spirit warrior with this infusion can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a Will save (DC 10 + the number of Mordred's

infusions the spirit warrior has unlocked + the spirit warrior's Charisma modifier) or be blinded for a number of hours equal to the spirit warrior's class level. This is a mind-affecting fear effect.

Flay (Sp): While manifesting Mordred, a spirit warrior with this infusion gains the benefits of the Power Attack and Cleave feats.

3rd-level:

Darkfriend (Ex): While manifesting Mordred, a spirit warrior with this infusion is able to see perfectly in magical darkness of all kinds. Additionally, three times per day, while she is manifesting Mordred, she can cast *deeper darkness* as a spell-like ability.

4th-level:

Unholy Blight (Sp): A spirit warrior with this infusion can cast *unholy blight* as a spell-like

ability once each time she manifests Mordred.

5th-level:

Fearsome Warrior (Su): While manifesting Mordred, a spirit warrior with this infusion is such a terrifying force on the battlefield that many of her foes lose the will to face her in battle. Any creature she strikes with her manifested weapon must succeed on a Will save (DC 10 + the number of Mordred's infusions the spirit warrior has unlocked + the spirit warrior's Charisma bonus) or become frightened for 1d4 rounds. Whether the creature succeeds on its save or not, it cannot be affected by this infusion again for 24 hours. This is a mind-affecting fear effect.

6th-level:

Infernal Wound (Su): Whenever a spirit warrior who has unlocked this infusion and is manifesting Mordred deals damage to a creature with her manifested weapon, it causes persistent wounds which deal 1d12 points of bleed damage. Bleeding caused in this way is difficult to staunch—a successful Heal check (DC 15 + the number of Mordred's infusions the spirit warrior has unlocked + the spirit warrior's Charisma modifier) stops the damage, but any attempt to magically heal a creature suffering from such a wound must succeed on a caster level check (same DC) or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Orion

Orion was a hunter of great skill in life. Favoring a bow, his skills were great enough to attract the attentions of Artemis, the goddess of the wild hunt. For a time, the two were lovers, and roamed the world hunting the greatest of prey purely for sport. He was known to commonly boast that, with his bow, he could kill anything which came from the earth. Artemis' brother Apollo, who objected to Artemis' love of Orion, whispered these boasts to the earth itself The earth was incensed and sent a great scorpion made of rock and soil to slay the hunter, whose arrows could not pierce its hide. Though Orion was slain, Artemis intervened with Zeus, pleading for him to give Orion an honored place in the sky. Zeus relented, due to the hunter's skill with a bow, and so Orion became an exemplar.

Orion is, at heart, a focused predator. He holds no malice for those he slays, but is a slave to his instinct, doing what feels right to him without wasting too much time thinking about the consequences.

Opposed Exemplar: Sun Wukong
Primary Ability Score: Dexterity
Secondary Ability Scores: Intelligence and Wisdom
Weapon: Shortbow
Weapon Properties: Bane (animals and chaotic outsiders only), seeking, shock, axiomatic, and speed.
Armor: Studded leather
Armor Bonus: Orion grants a dodge bonus to AC equal to the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Hunter's Quarry (Ex): Once per day, when manifesting Orion, a spirit warrior with this devotion can, as a standard action, denote one target within her line of sight as her quarry. She receives a +2 insight bonus on attack rolls made against her quarry, and all critical threats are automatically confirmed. As soon as the manifestation is ended, the target ceases to be the spirit warrior's quarry.

Greater Devotion:

Skewer (Ex): As a standard action while manifesting Orion, a spirit warrior with this devotion can fire an arrow with such force that it pins her target to the ground. The spirit warrior makes an attack with her manifested bow against a target within 200 feet. If the attack hits, in addition to dealing normal damage, the target is knocked prone and is pinned to the ground by the arrow, unable to stand or move out of his square until the arrow is pulled out. Pulling out the arrow requires a Strength check (DC 14 + the number of Orion's devotions the spirit warrior

has unlocked), and inflicts 3d6 damage to the pinned creature. Each failed Strength check inflicts 2d6 damage to the pinned creature, but does not make subsequent checks any easier. If the spirit warrior ceases manifesting Orion for any reason, the arrow vanishes without further damage to the creature.

Infusions:

1st-level:

Dedicated Archer (Ex): While manifesting Orion, spirit warriors with this infusion gain the benefits of the Point Blank Shot and Precise Shot feats.

Improved Bow (Ex): When spirit warriors with this infusion manifest Orion, the bow that they manifest is specially designed to allow it to fire arrows over incredibly long distances and with great power. Treat the bow as a composite shortbow with a Strength rating equal to 1/2 the number of Orion's infusions the spirit warrior possesses (rounded down). Unlike normal composite bows, the spirit warrior does not receive a penalty if her Strength modifier is below the Strength rating of the bow. Additionally, the range increment for this weapon is 140 feet, instead of the normal 70 feet.

2nd-level:

Swift Shooter (Ex): While manifesting Orion, spirit warriors with this infusion gain the benefits of the Rapid Shot and Manyshot feats.

Lithe Hunter (Ex): While manifesting Orion, spirit warriors with this infusion double the maximum armor bonus provided by any armor they wear.

3rd-level:

Running Shot (Ex): While manifesting Orion, spirit warriors with this infusion gain the ability to rapidly fire arrows while moving. As a full-round action, the spirit warrior may move up to twice her speed and fire a single shot from her bow at any point in that movement. Additionally, if she chooses, she may fire a second shot at any point during that movement, but if she does so both shots suffer a -4 penalty on their attack rolls.

4th-level:

Sleep Arrows (Su): Three times per day, while manifesting Orion, spirit warriors with this infusion can choose to fire a special sleep arrow. This choice does not require an action, but must be declared before making the attack roll. If such an arrow hits, the target must immediately succeed on a Will save (DC 10 + the number of Orion's infusions the spirit warrior has unlocked + the spirit warrior's Wisdom score) or fall asleep for 5 minutes.

5th-level:

Unfailing Arrow (Su): As a standard action, while manifesting Orion, a spirit warrior with this infusion can launch an arrow which

unerringly hits the target. The spirit warrior must be able to see the target when the arrow is fired, and the target must be in range, but otherwise the arrow hits without fail. Arrows fired in this way cannot ever score a critical hit. The spirit warrior may use this ability a number of times per day equal to the number of Orion's infusions she has unlocked.

6th-level:

Arrowstorm (Su): As a full-round action, once per day, while manifesting Orion, a spirit warrior with this infusion can unleash a torrent of arrows from her manifested bow. She may make a number of attacks at her highest base attack bonus equal to the number of Orion's infusions she has unlocked. These attacks need not all be at the same target. Each attack and damage roll is made separately.

Solomon

The king of an ancient city-state, Solomon was known far and wide for his wisdom and good works. Initially granted great insights and mystical powers by the god he worshipped, as Solomon's years advanced he became prideful. Though he continued to perform great works for his people, and his wisdom continued to be legendary, he believed himself, as his god's highest mortal agent, to be above a great number of religious laws. He lived in excessive opulence, with 700 wives and 300 concubines. Eventually his god had had enough, and cast him out, forsaking him and forcing him to live the rest of his life as a peasant. During these trials Solomon came to understand the error of his ways, and was allowed partial redemption by ascending to become an exemplar.

Solomon is wise and kind, and believes that the needs of the community should be placed over the needs of the individual. He believes firmly in the rule of law, believing that laws bring about peace, which is the greatest good.

Opposed Exemplar: Mordred
Primary Ability Score: Wisdom
Secondary Ability Scores: Dexterity and Charisma
Weapon: Short sword
Weapon Properties: Bane (evil outsiders or undead only), merciful, ghost touch, holy, and dancing.
Armor: None
Armor Bonus: Solomon grants a deflection bonus to AC equal to twice the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Fortuitous Strike (Ex): While manifesting Solomon, a spirit warrior with this devotion may add her Wisdom modifier to any attack rolls she makes.

Greater Devotion:

Angel Summoning (Sp): Once per day, while manifesting Solomon, a spirit warrior with this greater devotion may attempt to summon angels or archons to aid her. This ability functions as the spell *summon monster I*, except that the angels summoned are determined randomly by rolling on the table below. The summoned creatures remain for up to two minutes, or until the spirit warrior stops manifesting Solomon for any reason, in which case they immediately vanish.

Table 1-4: Angel Summoning

d%	Result
01-20	3d4 hound archons
21-40	2d4 bralani
41-55	1 trumpet archon
56-70	2 trumpet archons
71-85	1d2 astral devas
86-95	1d2+1 astral devas
96-99	1d2 planetars
100	1 solar

Infusions:

1st-level:

Resolved (Su): While manifesting Solomon, spirit warriors with this infusion gain the benefits of the Improved Iron Will and Iron Will feats.

Seer's Sight (Ex): While manifesting Solomon, a spirit warrior with this infusion gains

blindsight to a range of 60 feet. If she already possessed blindsight, her existing blindsight extends another 60 feet.

2nd-level:

Rays of Light (Su): As a standard action while manifesting Solomon, a spirit warrior with this infusion may fire off a beam of light which damages its target. This is a ranged touch attack with a maximum range of 60 feet. On a successful hit, it deals 1d6 damage for every two of Solomon's infusions the spirit warrior has unlocked, rounded down. This damage ignores damage reduction and energy resistance of all kinds, and deals an extra 1d6 damage to evil creatures.

Vibrant Life Force (Ex): While manifesting Solomon, a spirit warrior with this infusion gains channel resistance 10, and is immune to negative levels and ability score drain.

3rd-level:

Energy Resistance (Ex): While manifesting Solomon, a spirit warrior with this infusion gains energy resistance 5 to all energy types.

4th-level:

Holy Word (Sp): While manifesting Solomon, a spirit warrior with this infusion can cast *holy word* as a spell-like ability once each time she manifests Solomon.

5th-level:

Spell Resistance (Su): While manifesting Solomon, a spirit warrior with this infusion gains spell resistance equal to 11 + her class level.

6th-level:

Light Form (Su): While manifesting Solomon, a spirit warrior with this infusion gains the ability to shed her corporeal form and transform into a creature of light and energy. The transformation is a standard action, and cannot be dispelled. While transformed, the spirit

warrior gains a fly speed equal to her base movement speed (with perfect maneuverability) and gains the incorporeal quality. While in light form she can't make physical attacks, but can fire light rays, cast spells, or use spell-like abilities as normal.

If the spirit warrior is in light form when she stops manifesting Solomon, she takes 1d6 points of damage as she returns to corporeal form. If she did not stop manifesting Solomon voluntarily, this damage increases to 3d6.

Sun Wukong

Born from an egg made of stone and pure chaos-stuff, Sun Wukong was also known as the monkey king due to the fact that he originally lived in the wild amongst a tribe of monkeys. Sun Wukong eventually outgrew that mountain home, however, and enrolled in a monastery, where he mastered a number of mystical and magical arts. His power only continued to grow, until eventually he began to create trouble for the gods themselves. In order to make him more manageable, they granted him a position in the

heavens, but when he discovered that this was a trick, and the position they offered was as a guardian of the heavenly stables, he flew into a rage and staged a rebellion against the gods. He was eventually defeated, but even the combined forces of the heavens could not slay him, and he was instead imprisoned. In the intervening time he has managed to bend the metaphorical bars of his prison, allowing him to lend out his power as an exemplar.

Sun Wukong is a force of chaos. Driven by his impulses, his firmest belief is that every living creature should be free to make its own decisions and control its own destiny. He hates laws and the imposition of any creature's will on another creature.

Opposed Exemplar: Orion
Primary Ability Score: Constitution
Secondary Ability Scores: Strength and Wisdom
Weapon: Quarterstaff
Weapon Properties: Bane (constructs or lawful outsiders only), ki focus, mighty cleaving, anarchic, and speed.
Armor: None
Armor Bonus: Sun Wukong grants a natural armor bonuses to AC equal to twice the bonus listed in Table 1-1: The Spirit Warrior.

Devotion:

Flurry of Blows (Ex): While manifesting Sun Wukong, a spirit warrior with this devotion can use the monk class feature flurry of blows, except that she can only use it with the quarterstaff she has manifested. Her monk level is equal to her class level for the purposes of the total number of attacks, and their bonuses.

Greater Devotion:

Shockwave (Su): By striking the ground with her staff, a spirit warrior manifesting Sun Wukong who has this greater devotion can create a miniature earthquake, which damages those around her and knocks them off balance. This is a standard action which provokes attacks of opportunity. All creatures in contact with the ground and within 30 feet take 5d6 points of damage and fall prone (a successful Reflex save DC 10 + the number of Sun Wukong's infusions the spirit warrior has unlocked + the spirit warrior's Strength modifier causes the target to only take half damage and avoid being knocked prone).

Infusions:

1st-level:

Moving Target (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion gains the benefits of the Fleet and Nimble Moves feats.

Agile Climber (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion gains a climb speed equal to her base movement speed, and a bonus to Acrobatics checks equal to twice the number of Sun Wukong's infusions he has unlocked.

2nd-level:

Wild Endurance (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion gains the benefits of the Endurance and Great Fortitude feats.

Sagacious Defense (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion can add her Wisdom modifier to her AC, as long as she is not wearing any kind of armor.

3rd-level:

Mighty Leap (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion can make an exceptionally powerful attack by leaping into the air and throwing the whole weight of her body behind the blow. As part of a charge action, she may make an Acrobatics check (DC 20). If her attack hits, for every 5 points by which the result of her Acrobatics check exceeds the DC, she deals an additional 2 points of damage with the first attack made with the charge.

4th-level:

Skin of Stone (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion gains Damage Reduction equal to ½ the number of Sun Wukong's infusions she has unlocked. This damage reduction cannot be overcome by any means (for example, a spirit warrior who had unlocked 4 of Sun Wukong's infusions would gain DR 2/- while manifesting Sun Wukong).

5th-level:

Shifting Staff (Su): When a spirit warrior with this infusion manifests Sun Wukong, the quarterstaff she manifests gains the special ability to extend its length. It is now treated as a reach weapon, but can also be used to attack adjacent foes.

6th-level:

Power Strike (Ex): While manifesting Sun Wukong, a spirit warrior with this infusion can, as a standard action, deliver an exceptionally powerful strike that disorients her opponent. She makes a single attack against the target with her manifested quarterstaff. If she hits, in addition to dealing normal damage, the target must succeed on a Fortitude save (DC 10 + the number of Sun Wukong's infusions the spirit warrior has unlocked + the spirit warrior's Strength modifier) or be stunned for 1 round. For every five points by which the target fails the saving throw, he is stunned for an additional round.

Susanoo

Susanoo was once a god of storms and winds, but was banished from the heavens for quarreling with his sister, Amaterasu, and for disobeying the greater gods. He descended to the mortal world and lived as a travelling swordsman, travelling from land to land in search of great deeds he could perform to prove himself worthy to return to the heavens. Among these was slaying a great, eight-headed serpent by tricking it into getting drunk and then slaying it while it was asleep. Though Susanoo never regained his position in heaven, when it came time for him to move on he was able to ascend as far as an exemplar.

Susanoo is a clever and patient warrior. Rather than confront problems head-on, he prefers to use his greater intelligence and cunning to outwit his opponents, fighting smart, not hard.

Opposed Exemplar: Gilgamesh
Primary Ability Score: Intelligence
Secondary Ability Scores: Dexterity and Constitution
Weapon: Bastard sword
Weapon Properties: Bane (dragons and plants only), frost, keen, icy burst, and speed.
Armor: None
Armor Bonus: Susanoo grants a dodge bonus to AC equal to twice the bonuses listed in Table 1-1: The Spirit Warrior.

Devotion:

Measured Strike (Ex): While manifesting Susanoo, a spirit warrior with this devotion adds her Intelligence modifier to damage rolls she makes with her manifested weapon, in addition to her Strength modifier.

Greater Devotion:

Vortex (Su): While manifesting Susanoo, a spirit warrior with this greater devotion gains limited ability to control water around her, creating vortexes which damage her foes. In order to use this ability, the spirit warrior must be in physical contact with a body of water at least 5 feet deep and 10 feet in diameter. As a standard action, she can create a vortex within that water, at a range of up to 60 feet. The vortex is always 5 feet wide at the base, and can be of any height the spirit warrior chooses, to a maximum of 10 feet tall for each of Susanoo's infusions the spirit warrior has unlocked, though it must always be at least 10 feet tall. Its width at the top is equal to ½ its height. The spirit warrior can adjust the height in increments of 10 feet with a move action.

Any creature which comes into contact with the vortex takes 4d6 bludgeoning damage. A successful Reflex save (DC 10 + the number of Susanoo's infusions the spirit warrior has unlocked + the spirit warrior's Intelligence modifier) halves this damage. Creatures of Huge size or smaller must succeed on a second Reflex save or be picked up bodily and held suspended in the vortex, automatically taking damage each round. Creatures with a swim speed are allowed a Reflex save each round to escape. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the vortex cannot move except to go where the vortex carries them or to escape the vortex. Trapped creatures can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the vortex take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The vortex can have only as many creatures

trapped at one time as will fit inside its volume. The spirit warrior can eject any carried creatures whenever it wishes as a free action, depositing them in the vortex's space.

As a standard action, the spirit warrior can maintain the vortex and move it up to 30 feet. If she does not, the vortex dissipates harmlessly, depositing any creatures it is carrying in the nearest unoccupied squares.

Infusions:

1st-level:

Swift Step (Ex): While manifesting Susanoo, spirit warriors with this infusion can walk on water as though affected by the water walk spell. Additionally, she gains a +10 enhancement to her base movement speed as long as she is manifesting Susanoo and not wearing any armor.

Artful Dodger (Ex): While manifesting Susanoo, spirit warriors with this infusion gain the benefits of the Dodge and Mobility feats.

2nd-level:

Unexpected Strike (Ex): While manifesting Susanoo, spirit warriors with this infusion gain the benefits of the Spring Attack and Wind Stance feats.

Warrior's Reflexes (Ex): While manifesting Susanoo, spirit warriors with this infusion gain a bonus on Reflex saves equal to the number of Susanoo's infusions they have unlocked.

3rd-level:

Warrior's Cunning (Ex): While manifesting Susanoo, spirit warriors with this infusion can exploit the weaknesses of her opponents, cutting through their defenses. Once per day, as a free action while making an attack, but before the attack roll is made, the spirit warrior may choose to either make the attack as a touch attack, or cause the opponent to be flat-footed against that attack. If the attack still misses, the use of this ability is wasted.

4th-level:

Deadly Precision (Ex): While manifesting Susanoo, spirit warriors with this infusion can make particularly deadly attacks, striking their opponents in the most vulnerable place. Whenever the spirit warrior attacks a foe who is flat-footed or otherwise denied his Dexterity bonus to AC, she deals an amount of extra damage equal to twice the number of Susanoo's infusions she has unlocked.

5th-level:

Ride the Wind (Su): While manifesting Susanoo, spirit warriors with this infusion can teleport over limited distances. As a swift action, the spirit warrior may teleport herself to anywhere within range that she can see, as the spell dimension door, except that she is still able to act afterward. Additionally, if the spirit warrior uses this ability to teleport to a square adjacent to a creature that she then immediately attacks, that creature is flat-footed against her for that attack. The spirit warrior may use this ability as many times per day as she likes, but can only travel a number of five-foot squares per day in this fashion equal to 5 times the number of Susanoo's infusions the spirit warrior has unlocked. The spirit warrior must teleport at least 5 feet every time she uses this ability.

6th-level:

Waterblast (Su): Once per day, while manifesting Susanoo, a spirit warrior with this infusion can release a torrent of water at her opponents. As a standard action, which does not provoke attacks of opportunity, she lets loose a 120-foot long, 10-foot wide line of water which deals 12d6 bludgeoning damage to anything in its path (Reflex DC 10 + the number of Susanoo's infusions the spirit warrior has unlocked + spirit warrior's Constitution modifier for half damage). This attack creates 750 gallons of water, or enough to fill 100 cubic feet (or enough to fill a 10-foot square 1 foot deep).

Playing a Spirit Warrior

As a spirit warrior, you primary concern is to prove yourself in glorious battle, pitting your abilities against the most rigorous challenges you can find, simply to see if you can best them. You do this in part for the glory and fame it brings to the spirit warriors you channel—for each of your victories is, in part, their victory as well—but primarily you do it for your own sake. You hope to one day prove yourself enough that you, too, will be made immortal in song and story, and perhaps even join the ranks of the exemplars yourself, rising to become an eternal warrior whose power fuels the next generation of daring heroes.

Religion: Spirit warriors tend to be highly devout, but rarely is the focus of their religious adoration an actual god. Instead, many spirit warriors come from, or in some cases found, small warrior cults devoted to one or more of the exemplars they channel. These cults venerate the exemplar in question, giving up offerings and singing praises about his mighty accomplishments. In a way, spirit warriors could be viewed as the clerics of these quasi-deities, as it is from them that they draw most of their fighting power.

This doesn't mean that spirit warriors don't ever follow other religions, or that they have anything in particular against the more formally recognized deities (though some do harbor such a grudge, on behalf of their exemplar, as many exemplars were "cheated" out of proper immortality by some god or another), but rather that their religious focus is on their exemplar, and they tend not to have much time or energy for other patrons.

Other Classes: Spirit warriors get along well with most classes. They have a great respect for bards, for their lore of great heroes and warriors of old, and often become very friendly with them. They get along well with most martial classes, as well, viewing them as peers, or, in some cases, as friendly rivals. Because of their devotion to their chosen exemplars, they have a good intuitive understanding of the mindset of most divine characters, and so find that they have a lot in common with them (although some spirit warriors hold a strong grudge against priests and gods, in which case they tend to get along very poorly with clerics). The only classes they typically don't connect very well with are the arcane spellcasters, such as sorcerers and wizards. Though most spirit warriors have a certain respect for the magical powers these characters wield, they typically feel that mages are "too weak" to fight on the front lines, and often believe that they lack honor or a "true warrior's spirit." Still, such feelings rarely result in any kind of open hostility.

Spirit Warriors in the World

"I sparred with one, once. It's not the sort of thing you forget. His whole body started to glow blue, like there was some kind of magic aura or haze coming off of him. And a sword just sort of formed out of nowhere in his hand, made of the same blue glowing stuff. Hells, I could swear I could see through the thing, but damned if it still didn't cut like the real thing. He moved like a demon, too, darting here and there, like a blur. And as soon as you lost track of him...Bam! He'd hit you from behind, harder than you thought was possible. Let's just say I'm glad it was only practice."

~Bernard "The Axe" Oathkeeper, Captain of the Ala'venn Guardians

Daily Life: Spirit warriors typically spend the majority of their day testing themselves, either through rigorous training to become a better warrior, or else by seeking out deadly and dangerous feats of daring and prowess that they can complete. The exact nature of their training will vary, but it is almost always extremely strenuous, and, in most cases, takes up nearly all of the day. Few spirit warriors have much use for leisure time, feeling restless and uneasy when they are not actively working towards improving their own abilities. The only real "off-time" that most spirit warriors allow themselves is to offer veneration to the exemplars they channel, something that the average spirit warrior spends somewhere between twenty minutes to an hour

on each day.

Notables: Because spirit warriors are so driven to perform great deeds worthy of immortality, those that survive tend to gain great notoriety. That said, spirit warriors in general are fairly rare, and many of those few die early deaths in their quest for glory. The most notable spirit warrior currently alive is Salazar the Bold, a devotee of Gilgamesh who is currently leading a desperate—but so far remarkably successful-rebellion against the dragon-king of Iirsa, and who has twice faced that dreaded tyrant in single combat and lived to tell the tale. The most famous spirit warrior of all time would probably be Tyronius, a devotee of Solomon, who slew the ancient god Jevraille in an attempt to claim his place. Though he slew Jevraille he was struck down by a number of other gods, who wanted to discourage such behavior in mortals. Rumor has it that Tyronius is now, himself, an exemplar, but if so he is not a very common one.

Organizations: Generally speaking, spirit warriors do not congregate or form organizations. Each spirit warrior is typically concerned with his or her own personal glory, or with some driving purpose which causes them to seek out the power of exemplars, and so they have little concern for others of their kind, who are interested only in their own advancement or causes. That said, spirit warriors who share an exemplar often feel a certain kinship, and in some cases even form hero-worshipping cults together. On rare occasions, when one or more spirit warriors are more concerned with the glory of their chosen exemplar than their own personal glory, these organizations might undertake actions on behalf of their exemplar, occasionally going to war with similar cults devoted to other exemplars.

NPC Reactions: Most people consider spirit warriors to be a mix of eerie and insane. Few people truly understand the nature of manifesting an exemplar, and, upon seeing the spirit warrior become wreathed in spectral light and equipped in spectral gear, assume that she is more a mage than a warrior. At the same time, the spirit warrior's seemingly-suicidal drive to find more and more difficult and life-threatening challenges causes most people to simply shake their heads at the spirit warrior's "foolishness." Still, a great many people-especially the young—have great admiration for the dedication, drive, and recklessness that most spirit warriors display in their quests for immortality.

Spirit Warrior Lore: Characters with ranks in Knowledge (local) can research spirit warriors to learn more about them. When a character makes this skill check, read or paraphrase the information from the table below, including the entries for lower DCs.

Table 1-5: Spirit Warrior Lore

DC	Information
10	Spirit warriors fight with the aid of strange, supernatural powers, which grant them spectral weapons and armor of great power.
15	Spirit warriors draw their power from exemplars, ancient warriors of quasi-deity status. Each exemplar grants its own unique set of powers to the spirit warrior.
20	Spirit warriors constantly try to test their abilities in combat, trying to perform legendary feats of mettle that will allow them to become exemplars in their own right.
30	Characters who achieve this level of success can learn details about a specific spirit warrior, his activities, and general whereabouts.

Spirit Warriors in the Game

For GMs: Spirit warriors have the potential to be very powerful. Their class provides the majority of their armor and weapons for them, leaving them with a lot of extra spending money for magical items and gear. The powers that the class grants are not insubstantial, either, and the fact that the spirit warrior has access to three different exemplars gives them a variety of options for approaching most situations.

The major limiting factor on the spirit warrior, and the thing that is designed to keep their power level roughly in check with other classes, is the fact that the spirit warrior can only remain effective in combat for a relatively short period of time: as soon as she fails her first Will save, she becomes dramatically less powerful than most other characters. In this way, a spirit warrior will likely be very powerful in the first few rounds of combat, but if the fight doesn't end quickly she will find herself in a very awkward position.

If you find that the spirit warrior is not being challenged (especially if the spirit warrior is the only character who seems too powerful for the encounters you are providing), consider finding ways to prolong your encounters, forcing the spirit warrior to battle the clock, and creating tense moments where a great deal may hang on a single Will save. On the other hand, if you find that your spirit warrior rarely makes it through a fight without becoming worthless for a few rounds, consider creating some shorter encounters where the spirit warrior can really shine, or else lowering the DC of the Will saves (though not by much).

Most players of spirit warrior characters will likely enjoy playing up the supernatural origin of their arms, armor, and abilities, or else their connection to their exemplar. Though some players will choose the spirit warrior purely for its mechanics, it is a class that is heavily invested in its flavor, and so you should do your best to determine what flavor aspect of the class your player likes, and try to play that up.

For players who enjoy the supernatural angle, this may be as simple as having enemies become uncertain and "spooked" at the sight of the glowing armor (this does not necessarily require any mechanical effect), or even just giving the player an opportunity to describe the way his armor glows and pulsates with an eerie, translucent light. In general, you should minimize spirit warrior NPCs, as these will detract from the specialness of the player's spirit warrior.

For players who are drawn to the spirit warrior's connection with a specific exemplar, try to find ways to tie that exemplar into the campaign world and, if possible, to the story of the campaign. Allow the character to meet NPCs who are also drawn to that exemplar, who may be either friend or foe. You could also bring the exemplar's opposite into the mix as well, providing a convenient target for the player character. In general, treat the character as though she were a cleric of the exemplar, as far as finding ways to tie her faith into the game, and your player should be happy.

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Not Your Average Fighter!

A Necromancer's Grimoire: Spirit Warriors introduces the new spirit warrior class. Spirit warriors draw their power from the spirits of ancient and mythical heroes, called exemplars, channeling their fighting powers and using them to the spirit warrior's own ends. Each exemplar has its own unique set of special abilities, called infusions, which the spirit warrior can tap into as she increases in power.

But channeling these paragons of martial prowess isn't easy, and spirit warriors must struggle to maintain the power they unleash whenever they manifest an exemplar, meaning that spirit warriors are powerful, but usually only in short bursts.

From the makers of *A Necromancer's Grimoire: Marchen der Daemonwulf* and *Liber Vampyr*, this book is for anyone who wishes that martial classes could be a little more...supernatural.

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